tionally, the amount of time an image is displayed may be programmed with the resulting timeline transmitted from the device. Once the NVP time line is set, this is transmitted to the Udeco device and can be altered in real time. Alternatively, the line of NVP content may be depicted or scrolled in a horizontal fashion.

[0169] In certain instances, the Udeco device does not comprise a display large enough to visualize a digital event, such as the interactive eyewear, clip-on device, or ear bud with an integrated/add-on CoS signalling element. With respect to those use cases, due to the limited form factor, the display or lighting element may strictly serve as a signalling mechanism or protocol (displaying a color, flash of colors, etc.), and the rendered digital event from the interaction may be visualized on the app on the users networked mobile device (smart phone, smart watch, etc.).

[0170] Embodiments are described at least in part herein with reference to flowchart illustrations and/or block diagrams of methods, systems, and computer program products and data structures according to embodiments of the disclosure. It will be understood that each block of the illustrations, and combinations of blocks, can be implemented by computer program instructions. These computer program instructions may be provided to a processor of a general-purpose computer, special purpose computer, or other programmable data processing apparatus to produce a machine such that the instructions, which execute via the processor of the computer or other programmable data processing apparatus, create means for implementing the functions/acts specified in the block or blocks.

1. A method for triggering wearable device interaction across users, said method comprising the steps of:

pairing a first user mobile device with a first user wearable device, wherein at least one of a symbol or color-coded display on the first wearable device is caused programmably based on a pre-defined interaction rule set on the first user mobile device and the display on the first user wearable device is exposed to at least a second user signaling a willingness to be approached for triggering a digital interaction, wherein the digital interaction comprises decoding a tag sent by a first user wearable device within range by a second user wearable device upon matching of color/symbol-coded interaction rules displayed on the first and second user wearable devices; and

triggering the digital interaction among the display matching first and second user wearable devices by being within short-range proximity comprising at least one of a sound, vibration, symbol, color, text, image or video for at least one of display or download on at least one of the wearable device or mobile device for at least one the first user or at least the second user.

2. The method of claim **1**, wherein the wearable device is any one of a wearable badge device, smart watch, locket-housed smart watch, smart phone, clipped-on mobile device, clipped-on signaling device, eye-wear, ear-bud, ear-bud cap, or ear-bud clip-on.

3. The method of claim **1**, wherein the first user mobile device and the first user wearable device is paired by being the same smart phone device.

4. The method of claim **1**, wherein the triggered digital interaction further comprises at least one of an offer and acceptance of at least a credit, between at least two devices, redeemable towards at least one of a good or service with any one of a participating vendor.

5. The method of claim **1**, wherein the triggered digital interaction further comprises at least one of an offer and acceptance of at least a representation of a good or service, between at least two devices, redeemable towards at least one of a physical good or service associated with the representation from any one of a participating vendor.

6. The method of claim **1**, wherein the triggered digital interaction further comprises facilitating a payment transaction between at least one of a device-to-device, device-to-vendor POS terminal, or device-to-vendor product code.

7. A system for triggering a cross-wearable device interaction, said system comprising:

a first user mobile device wirelessly paired with the first wearable device, wherein at least one of a symbol or color-coded display on the first wearable device is caused programmably based on a pre-defined interaction rule and the display is exposed to at least a second user signaling a willingness to be approached for triggering a digital interaction, wherein the digital interaction comprises decoding a tag sent by a first user wearable device within range by a second user wearable device upon matching of color/symbol-coded interaction rules displayed on the first user and second user wearable device; and

said triggered digital interaction comprising at least one of a sound, vibration, symbol, color, text, image or video for at least one of display or download on at least one of the wearable device or mobile device for at least one of the first user or at least second user.

8. An ear-insertable audio device with a circle-of-sight signaling (CoS) element, said device comprising:

a housing with an ear-form factor;

at least one interface enclosed within said housing for wireless pairing with a first users mobile device;

an audio-output element disposed on a first side of said housing; and

a circle-of-sight (CoS) signaling element protruding as a stem from a second side of said housing with 360 degree signal visibility provided to at least a second user, wherein said CoS signaling element displays light in a manner signaling a specific message based on a pre-defined signaling protocol and based on the pairing with the first users mobile device and an application run on said first users mobile device.

9. The device of claim **8**, wherein said CoS signaling element displays a pre- defined static color display, pre-defined static sequence of color display, pre-defined flashing of a color, or a pre-defined flashing sequence of colors on said CoS signaling element.

10. The device of claim **8**, wherein the second user device for pairing and interaction is any wearable device with at least a line-of-sight or a CoS.

11. The device of claim **8**, wherein the pairing and/or digital interaction comprises decoding a tag sent by the first CoS device within range by a second user wearable device upon matching of color/symbol-coded interaction rules displayed on the first and second user devices.

12. The device of claim **11**, wherein the decoded tag comprises at least one of a sound via the audio output element on said housing, vibration via a haptic output element on said housing, pre-defined static color display, pre-defined static sequence of color display, pre-defined